DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			W	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENII	NG LEADS STYLE				
1 level = 7 – 17 HCP varies with vul/position 5+ cards (rarely 4)		Lead		In Partner's Suit	CATEGORY: Green	
2 level = 9 – 17 HCP varies with vul/position 5+ cards	Suit	4th, 2nd from bad	suit, MUD	Low from 3, otherwise same	NCBO: CBAI (Ire	
New suit = F1	NT	Same		Low from 3, otherwise same	PLAYERS: Tom Han	
Cue-bid = usually, support and values (i.e. good single raise or	Subsec				Conor Bo	
better) but may be general force.	A and (	A and Q asks for attitude, K asks for count, or unblo		ock if possible		
Weak jump raises, mixed raises						
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					
$2^{\text{nd}}$ seat = 15 - bad 18 HCP (system on – but after (1M) – 1NT, 2*	Lead	Vs. Suit		Vs. NT		
only asks about other M).	Ace	Att (Ax, AK)		same	Natural, 5 card majors	
4 <sup>th</sup> seat live = nat. 16-19 HCP by unpassed hand,	King	Count (AK, KQ)		same	1NT opening 15-17	
unusual (i.e. 2 lowest suits) by passed hand.	Queen	Att/unblock J (KQT	or QJ)	Att/unb (KQT or QJ or AQJT)	1NT can contain 5cM	
$4^{th}$ seat balancing = 10-15 HCP, stopper not guaranteed, system on	Jack	KJT, JT		AJT, KJT, JT9, JT8	3 Weak Twos	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HT9, T9, Tx		same	Pre-emptive jump rais	
Jump overcalls: weak, 6+ cards, varies with vul/position	9	H98, 987, 9x		same	Fit jumps	
Unusual 2NT : lowest 2 suits (5/5 or longer) wide-ranging values	Hi-X	Top of dbltn OR 2 <sup>nd</sup>	from bad suit	same		
Leaping Michaels vs. weak 2M opening.	Lo-X	MUD OR 4 <sup>th</sup> -highes	st (Txxxor better)	same		
Non-leaping Michaels vs. 3-level pre-empt	SIGNA	LS IN ORDER OF PRIORIT	TY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT M	
Direct cue: Michaels, 5+/5+, wide-ranging values	<b>7</b>   1	LOW = ENC	HI = Even	Odd = ENC	Opening 2 ♦ / 2 ♥ / 2 ♠	
Jump cue : solid suit elsewhere, looking for stop	Suit 2	Count	Suit Preference	Even = NEUT/DISC, SP	Transfers after oppon	
1*(2+)-2* = Michaels	3	Suit Preference				
	1	LOW = ENC	HI = Smith Peter	Same as above		
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	Suit preference	HI = Even			
2♣ = 4+/4+ majors, 2♦ = 5+ M, 2♥/♠ = 5 of that suit and 4+ minor	3		Suit Preference			
<b>2NT</b> = 5/5 Minors	Signals	(including Trumps):				
PH or 4 <sup>th</sup> seat: X = MM or single minor, 2♣= ♣+M, 2♦ = ♦+M	Smith F	Peter in NT, Hi-Lo in decl	larer's first suit ENC	our lead		
2♥/♠ = 5+ M, 2NT = 5/5 Minors	Trump	Echo, Hi-Lo may indicate	e preference for hig	her suit		
X: Vs Wk or Str NT = Penalty (by unpassed hand)			DOUBLES		SPECIAL FORCING PAS	
3 of a suit = nat : intermediate if m, weak if M.	7 I				After a GF has been es	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOUBLES (Style; Res	sponses; Reopening	)		
DBL = T/O, Lebensohl after X of weak two	<b>-</b>	. Light re-opening DBL				
Leaping Michaels vs Weak 2s, non-leaping vs 3-level pre-empt		light (10+) with classica			IMPORTANT NOTES	
Jump to 4NT = mm, Cue = Stopper ask		I responses, Cue-bid = Fo	•		RKC 1430, 2 no Q, 2+0	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	<b>T</b>	- Totalia - Totalia			4NT-5NT = 2  keycards	
Vs. strong 1♣: 1NT = Minors, X = Majors (same after 1♣ - 1♦).	SPECIA	L, ARTIFICIAL & COMPE	TITIVE DBLS/RDIS		4NT-6x = 1/3  keycards	
Vs. Polish 14 or equivalent: as vs.natural 14			4NT-6 of trump suit =			
vs. i onsii 1 - oi equivalent. as vs.flatural 1 -		ve double up to 4♥ t DBL/RDBL up to 2♠			Transfer lebensohl aft	
OVER OPPONENTS' TAKEOUT DOUBLE		· · · · · · · · · · · · · · · · · · ·			Lebensohl SANS after	
<b></b>		nsive DBL up to 4♥				
2NT = limit raise or better. Dbl jump = preemptive raise. 2/1 NF,	_	al DBLs			Lebensohl SANS over	
nat, usu 6-c suit. RDBL = 10+ HCP, support unlikely. Fit jumps.	IVIOST IC	ow-level DBL = T/O			4th Suit Forcing = GF	
1M - (x) - ? or $(1m) - 1M - (x) - ? = transfers apply.$					PSYCHICS: Seldom	

## W B F CONVENTION CARD

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## SYSTEM SUMMARY

ors, short club, 2/1 GF M / 6cm / 5-4 aises

## MAY REQUIRE DEFENSE

2♠ Weak

onents overcall our 1♣/1♦ with 1♦/♥

## ASS SEQUENCES

established

+Q. 5NT follow-up = specific king ask.

ds, unspecified void

rds, void in x

= 1/3 keycards, unbiddable void

after interference over 1NT

er X of a weak two

er a reverse = <8HCP

g		<u>.</u>								
OPENING	ART	MIN. NO.	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING			
1*		2	4♥	9-21 HCP	1M may contain longer ◆ if not INV+. <b>1NT</b> = 6-10 HCP, denies 4M. <b>2</b> ♣ = GF, 12+HCP, 5+♣, usually no 4M. <b>2</b> ◆ = limit raise 9-11. 2 ♥ / ♠  = nat pre-empt (≤6 HCP). <b>2NT</b> = 10-12 HCP. <b>3</b> ♣ = 0-8 HCP, 5+♣.	2-way checkback after 1NT (11-14) or 2NT (18-19) rebid.  1♣-1♦/♥-1NT doesn't deny 4♠.  1♣-2♣-2♦/♥ show unspecified shortness 11-14/15+				
1•		4	4♥	9-21 HCP	<b>1NT</b> = 6-10 HCP, denies 4M. <b>2</b> ♠ = nat, GF. <b>2</b> ♦ = GF, 12+HCP, 4+♦, usually no 4M. <b>2</b> ♥/♠ = nat pre-empt (≤6 HCP). <b>2NT</b> = 10-12 HCP. <b>3</b> ♠ = limit raise 9-11. <b>3</b> ♦ = 0-8 HCP, 4+♦.	2-way checkback after <b>1NT</b> (11-14) or <b>2NT</b> (18-19) rebid. <b>1 ◆ -1 ♥ -1NT</b> doesn't deny <b>4 ♠</b> . <b>1 ◆ -2 ◆ -2 ♥ / ♠</b> show unspecified shortness 11-14/15+				
1•		5	4♥	9-21 HCP	<b>1NT</b> = 6-11/12 HCP, denies 4♠, semi-forcing. <b>2♣/</b> ♦ = nat, GF. <b>2♥</b> = 6-9 HCP, <b>3♥</b> (occ. 4 in flat hand). <b>2♠</b> = nat pre-empt (≤6 HCP). <b>2NT</b> = INV+, 10+ HCP, $3+$ ♥. <b>3♠</b> = nat 5-8 HCP. <b>3♦</b> = nat 5-8 HCP. <b>3♥</b> = ≤6 HCP, $4$ ♥. <b>3♠</b> = splinter. <b>3NT</b> = to play, doesn't promise support. $4$ ♣/♦ = splinter.	AFTER 1♥-2♥: long suit trial bids. AFTER 1♥-2NT: 3♣ = most minimum hands ≤14 HCP, 3♦= 15+ HCP (or 6 losers) no shortage, 3♥ = 15+ HCP, singleton club, 3♣ = 15+ HCP, singleton diamond, 3NT = 15+ HCP, singleton spade, 4 of other suit = void in that suit. 1♥-1NT-2♣- (2♦ = relay to 2♥, 2♥ = 8-10, 2♠ = good ♣ raise)	Drury after 3/4 seat opening			
1.		5	4♥	9-21 HCP	<b>1NT</b> = 6-11/12 HCP, semi-forcing. <b>2</b> ♣/ $\blacklozenge$ / $\blacktriangledown$ = nat, GF. <b>2</b> ♠ = 6-9 HCP, <b>3</b> ♠ (occ. 4 in flat hand). <b>2NT</b> = INV+, 10+ HCP, <b>3</b> +♠. <b>3</b> ♠ = nat 5-8 HCP. <b>3</b> ♦ = nat 5-8 HCP. <b>3</b> ♥ = nat 10-12, 6+ suit. <b>3</b> ♠ = ≤6 HCP, 4♠. <b>3NT</b> = to play, doesn't promise support. <b>4</b> ♣/ $\blacklozenge$ = splinter. <b>4</b> ♥ = to play.	AFTER 1♠-2♠: long suit trial bids. AFTER 1♠-2NT: 3♣ = most minimum hands ≤14 HCP, 3♦= 15+ HCP (or 6 losers) no shortage, 3♥= 15+ HCP, singleton club, 3♠ = 15+ HCP, singleton diamond, 3NT = 15+ HCP, singleton heart, 4 of other suit = void in that suit. 1♠-1NT-2♣- (2♦ = 5+♥, 2♥ = relay to 2♠, 2♠ = 8-10)	2♣ Drury after 3/4 seat opening			
1NT				15-17 HCP, bal. or semi-bal. 5M, 6m or 5/4 possible	2♣ = non-prom Stayman. 2 ◆ / ♥ = xfer to ♥ / ♠. 2♠ =xfer to ♣. 2NT = xfer to ♦. 3♣ / ♦ / ♥ / ♠ = nat slam try. 4♣ = 6+/5+ majors. 4 ◆ / ♥ xfer to ♥ / ♠. 4♠ = 5+/5+ minors.	Superaccept of major-suit xfer: jump to 3 with min, bid 2NT with max (both with 4-cd support). Superaccept of minor-suit xfer: complete transfer.				
2*	х			23+ BAL or any GF	2 ♥/♠ = 8+HCP, good 5-c suit. 3♣/♦ = 8+HCP, good 6-c suit. 2 ♦ = all other hands . 2♣-2 ♦-2 ♥-2 ♠ = 25-26 bal / ♥/ ♥ +other	<b>2NT =</b> 23-24 HCP, bal or semi-bal, with subsequent bidding as over 2NT opening. All other rebids nat GF.				
2♦		5		Usu. 6-c suit, 5-10 HCP (but 10-14 in 4 <sup>th</sup> pos). Can be lighter in 3 <sup>rd</sup> pos.	<b>2NT</b> = feature enquiry, usually constructive, may be tactical. Wideranging raises. New suit = F1. Splinters.	2x-2NT: 3♣= max HCP, feature. 3♦= min HCP. 3♥= max HCP, feature. 3♦= max HCP, feature. 3NT= AKQxxx				
2♥		5		As above	As above	As above with <b>3♥</b> as min HCP				
2♠		5		As above	As above	As above with <b>3</b> ♠ as min HCP				
2NT				20-22 bal or semi-bal (e.g. 5422 and 4441 both possible)	<b>3</b> ♣ = Puppet Stayman. <b>3</b> ♦/♥= xfer. <b>3</b> ♣= puppet to 3NT, one or both minors, slam interest. <b>4</b> ♣= Gerber. <b>4</b> ♦/♥= xfer. <b>4</b> ♠= 5/5 mm	<b>AFTER 3</b> ♠: <b>3</b> ♦= no 5M, has 4M, <b>3</b> ♥= no 5M or 4M, <b>3</b> ♠= 5 spades. <b>3NT</b> = 5 hearts				
3♣		6		Pre-emptive	New suit below game = natural GF. 4NT = RKCB (mod. responses)					
3♦		6		Same as above	Same as above					
3♥		6		Same as above	Same as above					
3♠		6		Same as above	Same as above					
3NT	х	$oxedsymbol{ox{oxedsymbol{ox{oxed}}}}}}$		Solid 7+Card minor, no outside A or K	4/5♠ = Pass or correct, 4♦ = shortage enquiry (steps, 4NT = none)	HIGH LEVEL BIDDING				
4.		7		Pre-emptive	4♦ = natural GF; 4♥/♠ = to play; 4NT = RKCB	1430 RKCB				
4♦		7		Pre-emptive	4♥/♠/5♣ = to play; 4NT = RKCB	DOP1, ROP1 and DEPO				
4♥		7		To Play	4 <b>♠</b> /5 <b>♣</b> / <b>♦</b> = cue; 4NT = RKCB	Lightner DBLs				
4♠		7		To Play	5 <b>•</b> /• = cue; 4NT = RKCB	5NT Pick A Slam				
4NT	х			Specific ace ask	$5\Phi$ = none; $5\Phi/\Psi/\Phi/6\Phi$ = ace of that suit; 5NT = 2	Specific King Ask				
5m		7		Pre-emptive		Exclusion RKCB 1430				
5M		7		Almost slam-worthy	Raise the level of the fit for each top trump honour	Minorwood RKC 1430				